

Escape from Singe's Castle

INTRODUCTION

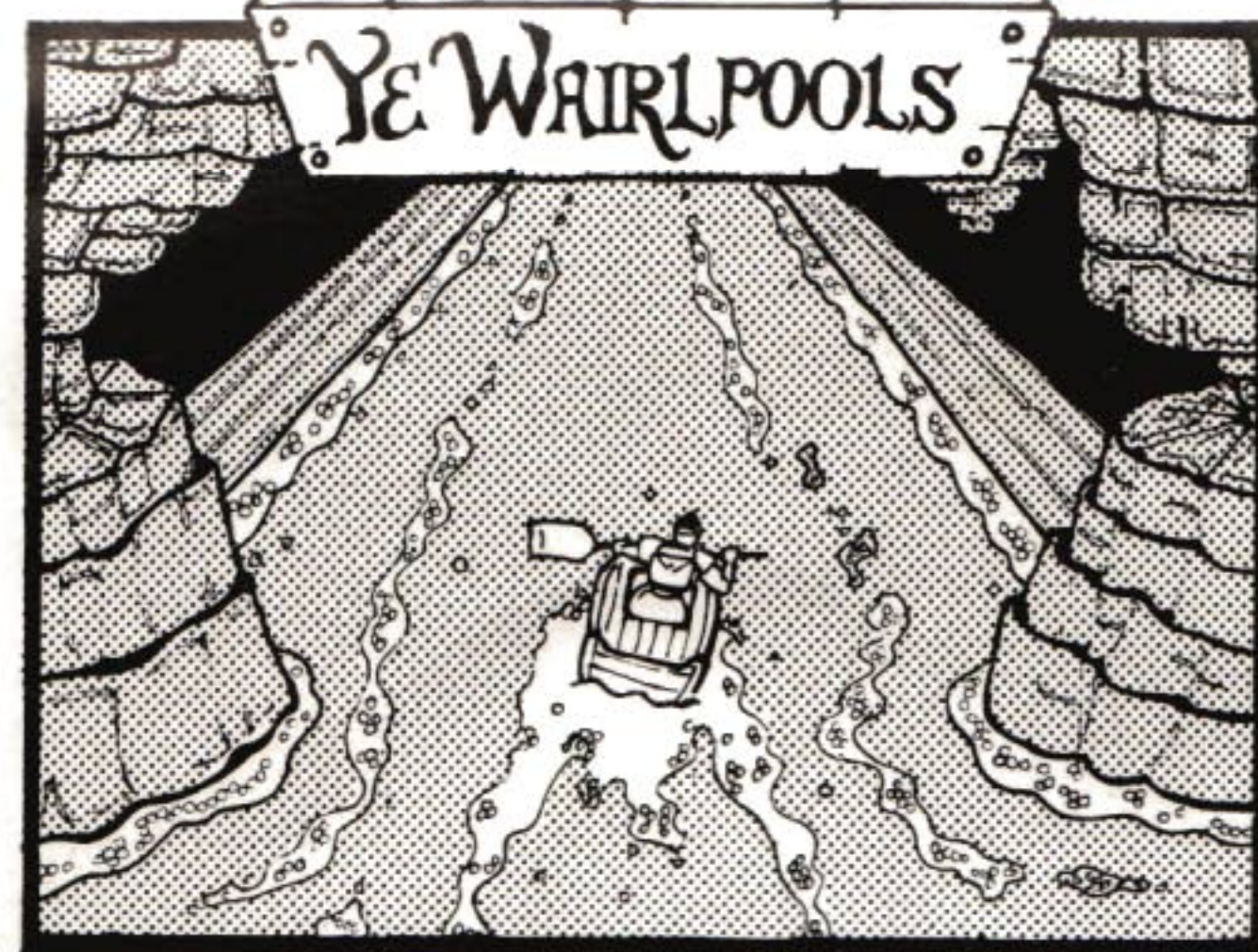
Just a short time ago Dirk the Daring our hero rescued the beautiful Princess Daphne and returned her to King Aethelred her father...

The Kingdom rejoiced at the return of their Princess and the peace that has been secured for the Kingdom, Dirk being made of the sterner stuff decides to return to the Dragon's Lair® to seek his fortune from the Lizard King's domain which lies deep within the castle depths.

It is rumoured that a pot of gold coins is there for the taking that will give wealth beyond dreams. However, there are drawbacks, the Lizard King does not take too kindly to visitors entering his domain and has enchanted the pot of gold with a magic spell. If Dirk does manage to collect the gold, he will then have to face many perils before encountering the mud monsters. Defeat them and then freedom and the hand of the fair Daphne will be his.

Lead on Adventurer...

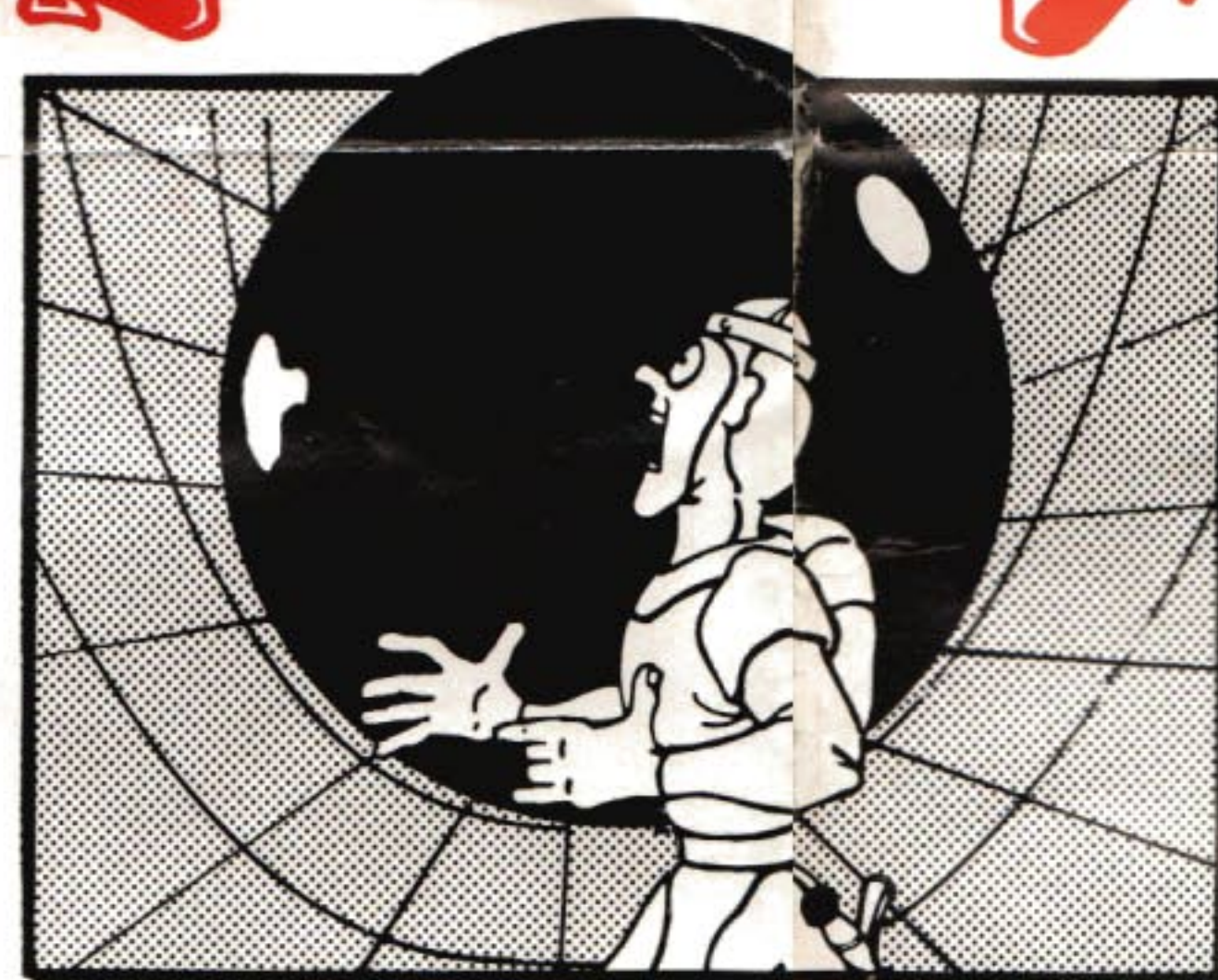
YE RIVER CAVES



Roaring waterfalls, partly submerged boulders and vicious swirling whirlpools are all set to destroy you and your frail craft as you attempt to negotiate a safe path through the underground river which flows below Singe's Kingdom.

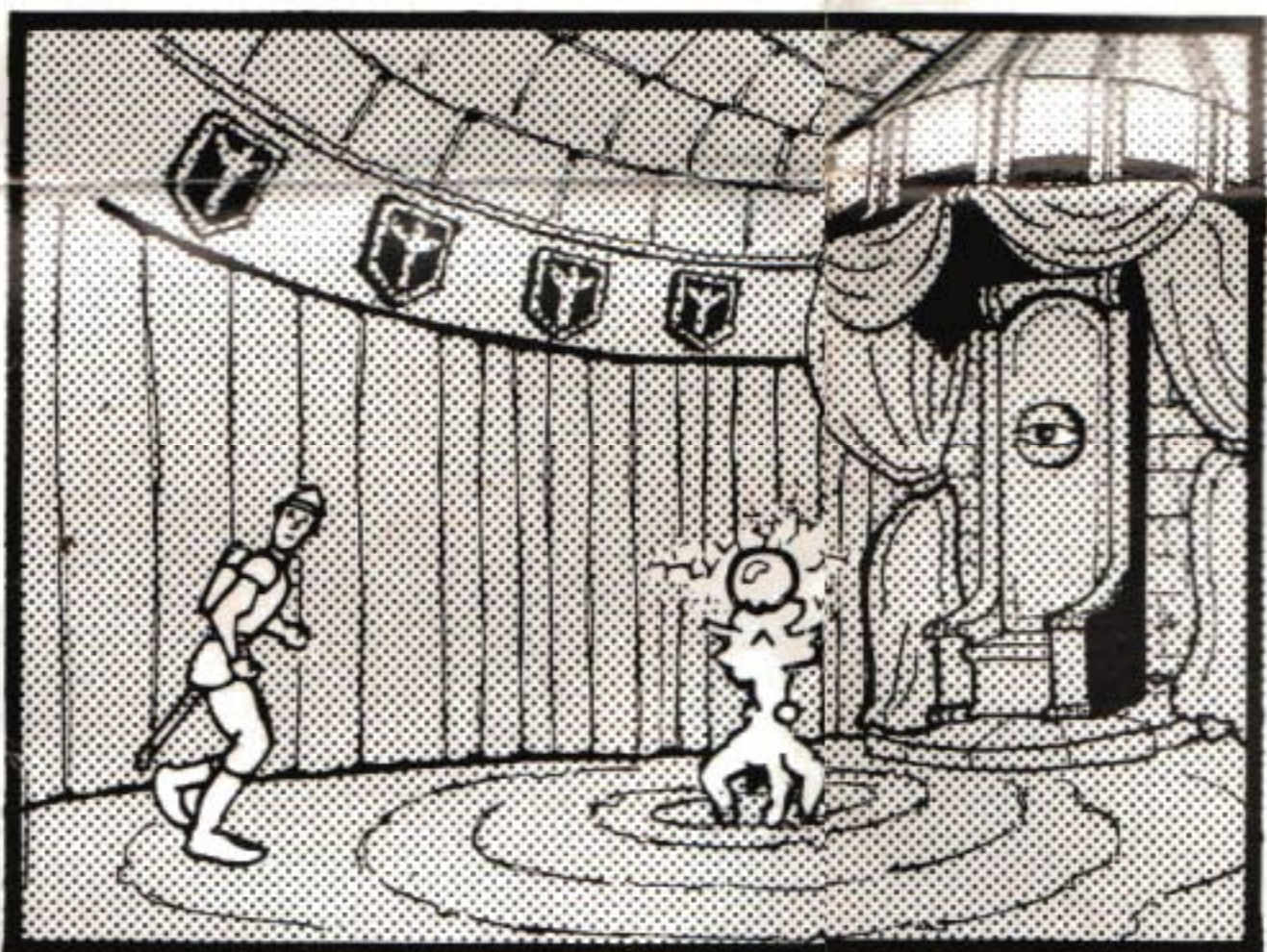
Move toward the flashes (push forward for the middle flash in the centre of the screen) to avoid being smashed to smithereens in the boulder caverns, skilfully go around the swirling whirlpools in the other caverns.

BOULDER ALLEY



Awesome forces have been set in motion and you are being pursued by a huge boulder down a narrow gully. Steep slippery sides prevent your escape so you must sprint, leap and dodge your way out of this desperate predicament, avoiding the balls and holes aimed to trip you, beware you don't get crushed by the great boulder as it makes its way down the alley.

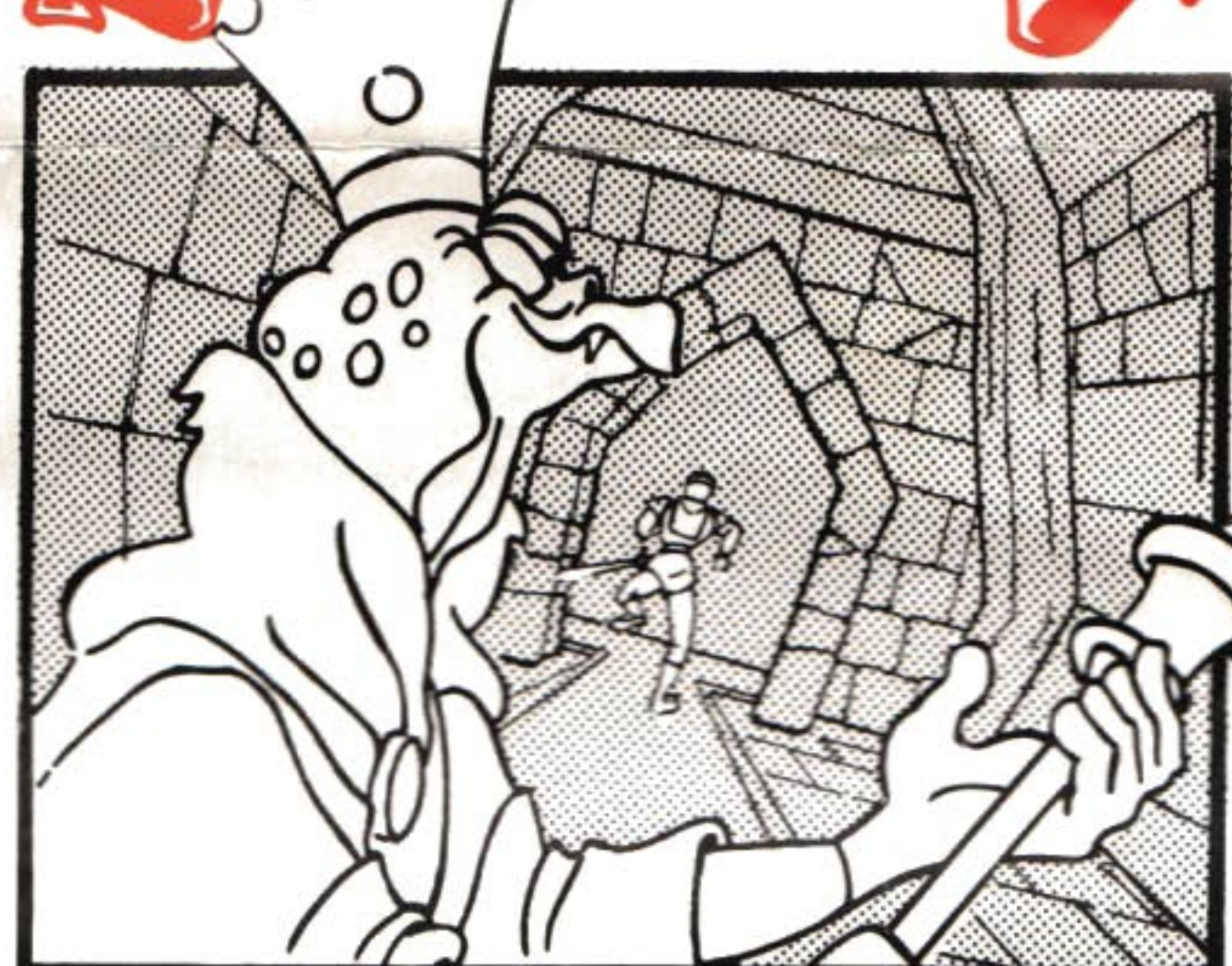
THRONE ROOM



Here in the throne room of the cunning Lizard King, traps have been laid for any unwary adventurer who may stray into his accursed place. Beware of being burned to death by the blazing balls of electric fire, or seized by the fiery hand. One touch from the Circle of Suspicion means instant death for any who stand in its evil path.

INSTRUCTIONS

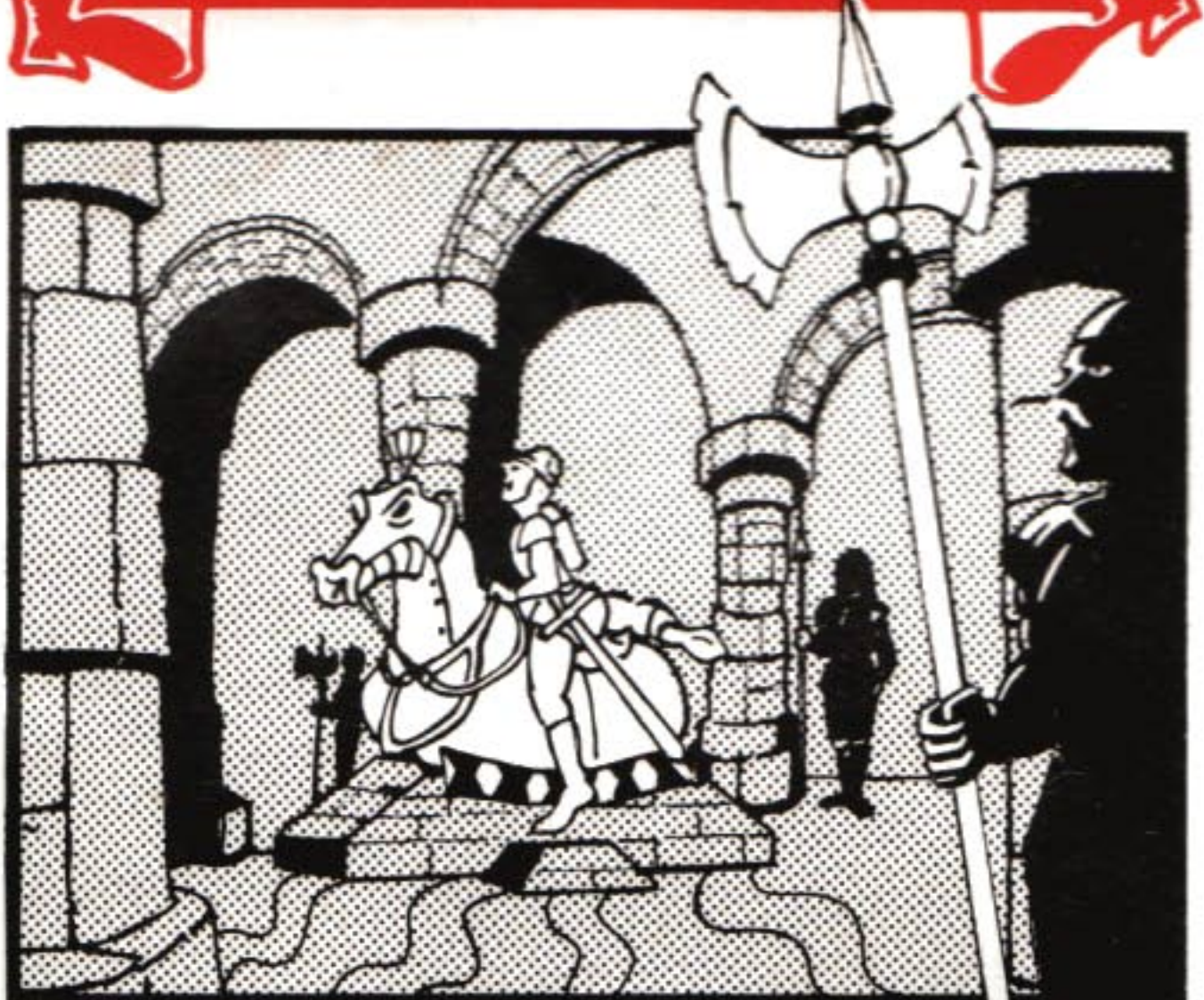
DUNGEONS OF THE LIZARD KING



With the death of the Dragon, power and riches fell to other, lesser creatures living within the recesses of the castle. One such conniving creature is the awful Lizard King, who has acquired much of the Dragon's wealth. Your sword has been grabbed and is stuck to a large pot of gold, but beware, this is a trap designed to bring you into the clutches of the Lizard King! Mysterious lines of force are laid out to corner you, or stop your free movement around the lizard's domain, so great caution is needed as you search for your sword and the gold in this eerie place.

When you have recovered the sword and helped yourself to the Gold, dispose of the King and escape through the nearest exit.

MAGICAL FLYING HORSE



A mysterious statue of a horse springs into a life of its own and you find yourself being hurled down long forgotten corridors at breakneck speed. Blazing balls of rock and ice hurtle towards you, these must be avoided as they sap you of the strength you will need to guide this mystical beast. Crash into one of the walls and

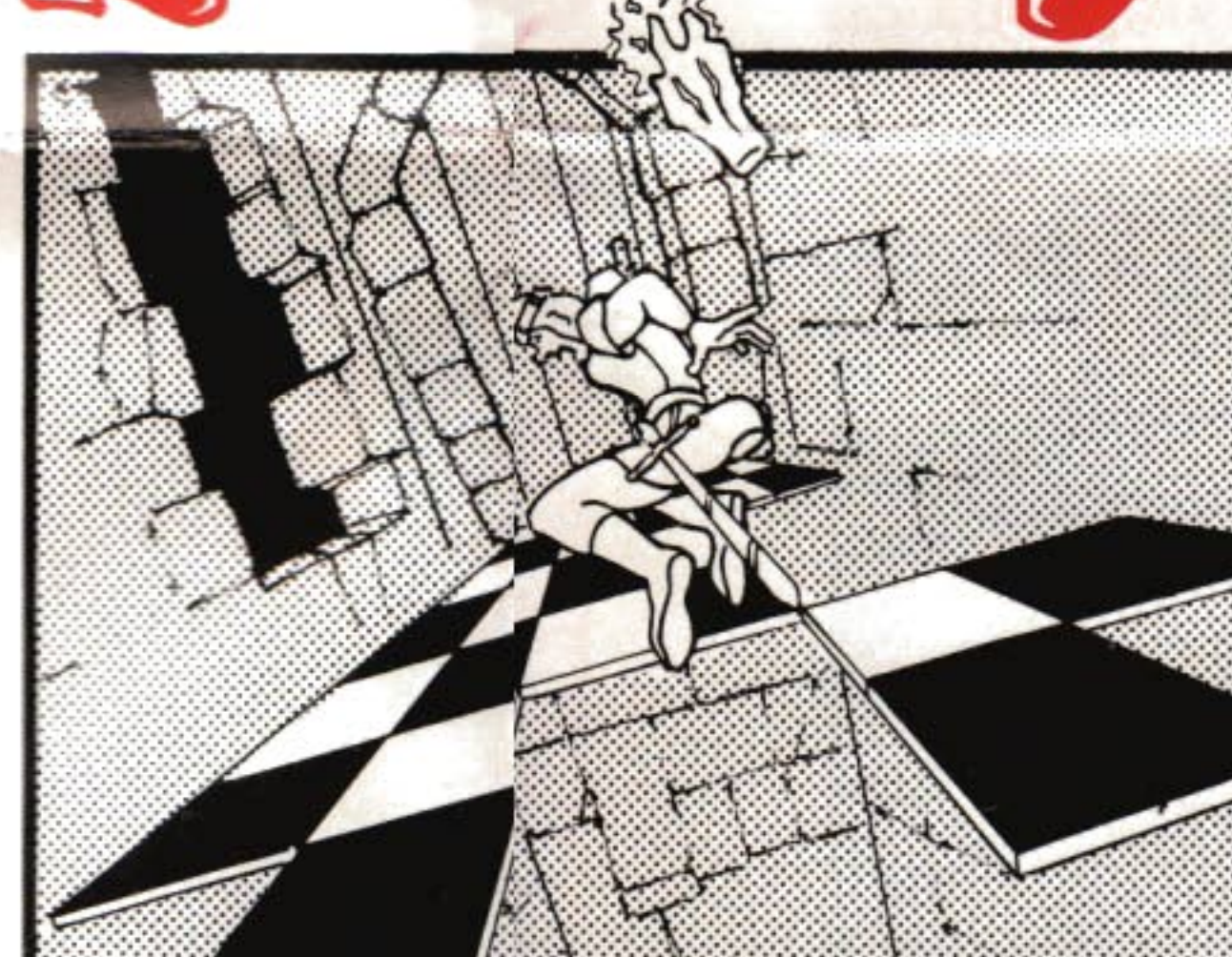
you will be instantly flattened by the sheer speed at which you are travelling.

DOOI DUNGEON



You step into an innocent looking room, the door snaps shut behind you and the room suddenly becomes filled with danger. Bolts of lightning ignite the very floor around you, obvious exits contain deadly traps, and other malevolent creatures appear to destroy you.

MYSTIC MOSAIC



Negotiate a path across this desperate and dangerous place. Squares will appear and disappear, but only one safe route exists by which you may safely escape, and only one door guarantees a sure exit. One false step here and you will plummet to certain death into a murky pool far below the Dragon's Lair®. A giant bat also lives here. Should the bat wander too close to you, kill it with a swift blow from your sword, else it will attack you forcing you down into the murky pool.

MUD MONSTERS

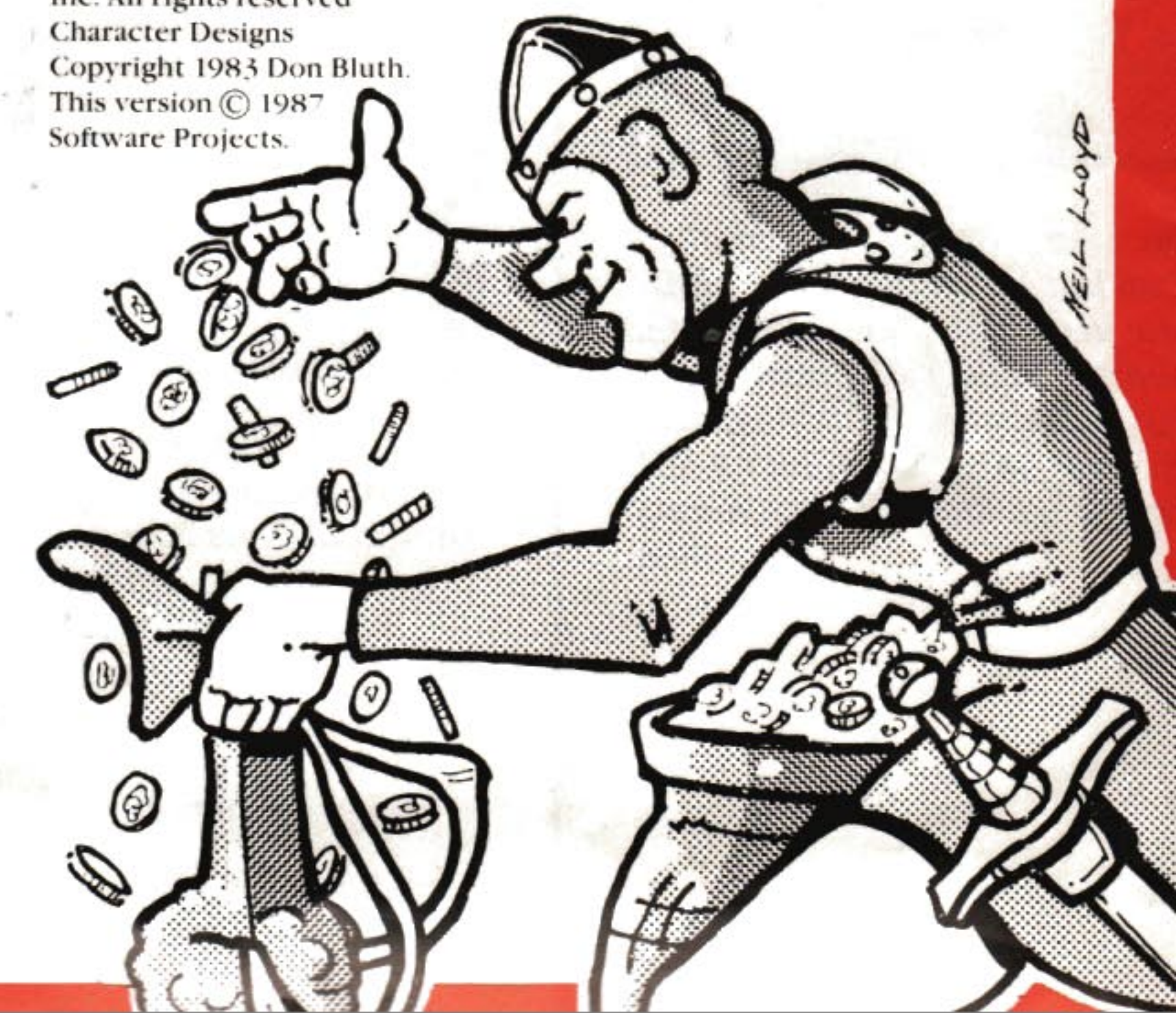


The key to your escape lies in a bottle on the far side of this hot, danger-ridden cavern. Foul monsters that come alive from the very earth itself will make a last desperate attempt to stop you from escaping. Choose your path carefully, find a way to bridge the gap, leap across the canyon, and finally safety, and escape will be yours.

SCORING

Earn Dirk a great score by bravely tackling the obstacles set before you. Points will be awarded each time you defeat one of the many deadly foes who are determined to kill you, or by outwitting the clever traps which have been set for any foolhardy adventurer who dares to enter the realm of DRAGON'S LAIR!

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INTRODUCTION

Thank you for buying a Software Projects game. We hope you enjoy playing ESCAPE FROM SINGE'S CASTLE on your AMSTRAD 464/664/6128.

LOADING INSTRUCTIONS

CASSETTE

If you have an external disk drive connected please leave it switched OFF. Place the cassette tape in your recorder and rewind tape to the beginning (There is a complete game on both sides of the cassette).

Type RUN'DL2

Now press PLAY on your Datacorder then press any key on your keyboard. Leave the cassette in the Datacorder and the PLAY key depressed.

Because of the size of ESCAPE FROM SINGE'S CASTLE® this game will load in several stages.

Once the main program has loaded you will be prompted to reset the tape counter to ZERO.

When DIRK has successfully completed a level, the program will automatically load the next level in.

Because of the multi-load the computer will prompt you to set your tape counter to zero so the game can be re-started by re-winding the tape once all lives have been lost.

DISK

Please follow these instructions correctly as stated or your program will not load. Make sure that you first reset your computer, if you are using an Amstrad 464 switch on the drive and THEN the computer. Insert disk into your main drive (Drive A) and close the drive door.

Type RUN"DL2 then press<ENTER>.

Leave the disk in the drive all the time while playing, each screen will load in as you reach it please be patient as you will only have about 6 seconds to wait until the next level has loaded.

ALL OTHER EQUIPMENT SHOULD BE TURNED OFF AND ANY CARTRIDGES MUST BE REMOVED

BONUS DIRKS

You will earn a Bonus Dirk (extra life) after completing the Dungeons of the Lizard King and one dirk for each screen completed after that up to a maximum of six dirks (you will need them!).

CONTROLS

Either keyboard or joystick may be used simultaneously.

KEYBOARD	JOYSTICK
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Z	LEFT	MOVE LEFT
X	RIGHT	MOVE RIGHT
K	UP	MOVE UP
M	DOWN	MOVE DOWN
L	FIRE	DRAW SWORD/JUMP

SPECIAL KEYS AND JOYSTICK MOVEMENT

In Doom Dungeon and the Throne Room, the joystick will only accept the correct action at the correct time. The correct action at the wrong time will be ignored. If you hold the joystick in anticipation of a move it will be ignored resulting in losing a life. So be warned, timing is very important in these rooms.

DISK UPGRADE

For those people who have purchased the cassette version of this game and would like to have it on disk please return your cassette and it's packaging to us with a cheque, access card number or postal order for £6.00 and we will send a disk version to you.

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WARRANTY

We guarantee this product for use on Amstrad CPC equipment only, any other equipment may work but is not covered by our guarantee.

This software product has a 1 year guarantee. If the product will not load from at least one side of the cassette (or from the disk), we will replace it free of charge.

PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE

This guarantee does not affect and is in addition to your statutory rights under the sale of goods act.

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